CAVE ASSETS PACK

Thanks so much for downloading this assets pack! I spent a lot of time planning, experimenting, refining, and making all of it work with itself and getting feedback from others, so I hope you find it to be useful. This 'Read Me' section is only intended to give you a little additional context to make the Cave Assets' purpose clearer and have the tiles be easier to use.

If you haven't already seen or used them, I'd recommend you check out the previous asset packs I've released. Several of them have other props and items that will help you make your cave(s) more specific to what you intended: Forest Assets, Tavern Assets, Snowy Assets, River Assets, and Urban Assets.

Pack Overview

Unlike my other assets which can all be easily dropped into just about anywhere without any unnecessary edges or seams being visible, these Cave Assets were all designed on a tiled grid system. Most of the tiles measure 4 inches square by default and contain 40x40 in-game feet within them. The few larger tiles included are either 1x2 or 2x2 of these same tiles and all are therefore relatively easy to align with each other and create a complete cave system from. I have made a few example maps from them for your own reference using the tiles exactly as you've received them. The tiles come in variations that include a grid, no grid, or a transparent ground so that you could swap out the ground texture with whatever you'd like.

Combining & Customizing Tiles

Every tile utilizes two seamless textures I made--one for the walls of your cave and another for the floors. Due to the nature of a seamless tile when they are stacked next to each other they are exactly that: seamless! However, these tiles were also made to be rotated and mirrored so that your possible combinations could be multiplied. *Please note* that if you do so (and I'd encourage you to try it) those textures will no longer be seamless with other as you've rotated their pixels. The tiles will still align with each other quite well, but you will likely notice a subtle edge between the wall textures that is at this point unavoidable.

In addition to the completed tiles, by popular request I have also separated the individual pieces of each tile into their own files. These can all be found in the 'Separate Cave Walls' folder. Although separated, because they were also made on the same grid system they should align fairly well and exponentially increase the possibilities of what you can put together, though may require some more tweaking on your end depending on what you're intending. Please note various sizes of the aforementioned seamless textures are also included so that you have a floor and other textures to put beneath your customized walls.

Playing with the Assets

If playing digitally, you can easily drop the tiles as individual PNG files into your gaming platform of choice, or alternatively just save your assembled map as a JPEG or PNG and place it in its completed form. If using 'movable' props in your cave (mine carts, barrels, equipment, etc.) I might recommend keeping those separate from the map itself and instead drop them in their isolated PNG file so they can remain movable in-game. For piecing assets together I prefer Photoshop; for those not inclined for Photoshop then GIMP is a great, free alternative or others I know have had success using Paint.net.

  If playing on a tabletop then you should know that the files inherently come with each grid square measuring a ½ inch. So if you want to print a completed map using a large format printer or a local printing shop, please make sure you print it at 2x its regular file size so that it comes out with a 1 inch grid. Alternatively, I have provided a file ('Tile Printing.pdf') for printing out all of the tiles individually. This way you could continue to use them and build your own cave on the fly, and most of the regularly sized tiles fit easily and completely onto a standard U.S. paper, making it simple to print from home as well.

Completed Maps

As a part of the Public Assets Pack we help manage a Community Library of maps made with the assets I've produced. It's just another way to help get more maps and resources out into the hands of others to use. We always appreciate any submissions to the Community Library, so if you have a map you've put together and would like to share, please feel free to either email it to me at: info@venatusmaps.com or you can also comment with a link to the map on the Library's Reddit post linked above.

Lastly, none of this pack would have gotten put together nearly as quickly, to the quality that it exists now, or possibly would have ever existed if not for the support and feedback I get from my supporters on patreon. If you like what you've seen here and want to help out (as well as get access to several patron-only asset packs) I'd encourage you to check us out on our Patreon page.

Thank you!